CLAIMS:

1. Method of charging a battery (107) for a device (100, 200) comprising a rendering circuit (103) for rendering multimedia data objects, comprising the steps of:

a) providing a list of at least one reference to at least one multimedia data object scheduled for rendering by the rendering circuit;

b) determining the amount of energy needed for rendering the multimedia data object referenced in the list;

c) determining the amount of energy that can be provided by the battery; and

d) when the amount of energy that can be provided by the battery is less than the amount of energy needed for rendering the multimedia data object referenced in the list:

(i) charge the battery; and

(ii) provide an indication (120) when the amount of energy in the battery is equal or more than the amount energy needed for rendering the multimedia data object referenced in the list.

2. Method according to claim 1, wherein step d) comprises the substep of indicating the additional amount of energy with which the battery needs to be charged to be able to power the apparatus to render all multimedia data objects referenced in the list.

3. Method according to claim 2, wherein the additional amount of energy is translated to a time period during which the battery needs to be charged to provide enough energy for rendering all multimedia data objects referenced in the list.

4. Method according to claim 1, wherein the process of charging the battery is terminated when the amount of energy in the battery is equal to a pre-determined amount.

5. Method according to claim 4, wherein the pre-determined amount is equal to the amount of energy needed for rendering the multimedia data object referenced in the list.

6. Method according to claim 4, wherein the pre-determined amount is equal to the amount of energy needed for rendering the multimedia data object referenced in the list plus a further pre-determined amount proportional to the pre-determined amount.

7. Circuit (101) for charging a battery (107) for a device (100, 200) comprising a rendering circuit (103) for rendering multimedia data objects, the circuit comprising a central processing unit (101) conceived to:

a) process a list of at least one reference to at least one multimedia data object scheduled for rendering by the rendering circuit and determining the amount of energy needed for rendering items referenced in the list;

b) determining the amount of energy that can be provided by the battery; and

c) when the amount of energy that can be provided by the battery is less than the amount of energy needed for rendering the multimedia data object referenced in the list,

(i) charge the battery; and

(ii) provide an indication by means of sending a signal to an indicator (109) when the amount of energy in the battery is equal or more than the amount energy needed for rendering the multimedia data object referenced in the list.

8. Apparatus for rendering multimedia data objects, comprising an indicator (109), a rendering circuit (103), means (102, 202) for providing a multimedia object to the rendering unit and the circuit according to claim 7.